Graphical user interface

Description automatically generated

ObjectName: Article  
ObjectNumber:

LocationName: PAAIL.org

LocationNumber:

Language: PAAIL 2.5

Maker: PAAIL.org  
Model:  
  
Name: Wizardry Inspired 1

Rank:

SerialNumber:

Level:

Score:  
Birth: 4-30-2023

Label: Room 03

Title: Wizardry Inspired 1

Details: Wizardry Inspired rooms are more Wizardry. It may be fair to call it intermediate/advanced. It’s placed in the advanced wizardry section of PAAIL.org.

Principle:

Agenda:

Action:

Information:

Text

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(PAAIL Logo)

A picture containing circle, sketch, design

Description automatically generated

Item Group: Science Wizardry Fusion

Principle: In sorcery one of the biggest spell parts is the use of keywords.

Principle: In science one of the biggest things is vocabulary. Keywords.

Principle: Keywords are one of the biggest things of science. They are a big thing in Wizardry.

Principle: The word “Keywords” is a major vocabulary word.

A screenshot of a video game

Description automatically generated

Item Group: Divining Knowledge With Language Fusions

Principle: Wizards notice things. When you know more than 1 language. There are sometimes things to notice.

Principle: In English the word “nine” means the “number nine”. In German the word nine means “no”. There is a connection between the number 9 and no. Nine is the number for no.

Principle: In English the word “see” means to see something. In Spanish the word “see” means yes. The number for yes is 1. Likely the number for see is 1.

Principle: In English the word “dose” means a dose of something. In Spanish “dose” means the number 2. 2 is the number for growth. 2 is the number for the word dose.

A picture containing triangle, colorfulness, astronomy, star

Description automatically generated

Item Group: Writing History

Principle: Its likely that the ten commandments, from the Bible, were written by God. That’s why they got a golden box. Its possible most the Bible is not written by God.

A picture containing screenshot, text, circle, graphics

Description automatically generated

(This map may have major errors)

Item Group: Fire and Water

Principle: The fire of people’s lives is their work. The water of people’s lives is their rest. It is the parable of fire and water.

A picture containing graphics, screenshot, graphic design, font

Description automatically generated

Item Group: Education

Principle: Education is knowledge. Education is also a virtue. Knowledge is a virtue.

Principle: Education is a virtue levels gain.

Principle: Some virtues are not knowledge virtues.

Principle: Not all education is knowledge. Some education is other virtues.

Principle: All virtues are properties of the person. All virtues are enchantments of the person.

Principle: The ultimate education is one of virtue. Not of knowledge.

Principle: The current education system is so old that the best design would probably be to start over.

Principle: Changes to the current education system could include things like having 1 month classes. 2 month classes. 3 month classes. 4 month classes.

Principle: The public education system should mirror the adult work place. You get weekends off. No homework on weekends.

Principle: A complete redo of the entire education system would be a billion principles.

Principle: I very much like the idea of people can send their kids to private schools and the government gives some money to those private schools.

Principle: Private schools can include more philosophy, religion and politics. Along with other things.

Principle: Private schools have many positive things. Your aloud to focus on scripture for one.

Principle: Private school teachers have more flexibility on what they teach.

Principle: Body exercise and breathing exercise should be taught in schools.

Principle: It’s a thought that after a 10 year old has finished their school part of the day…..they get the rest of the day off. This would mirror the adult work place.

X2 Principle: To make sure they get the same amount of work in. The school day hours could be increased.

Principle: I think that high schools should offer a handful of associates degree’s. One in math, one in art, one in athletics, maybe one in computers. Give students 4 years to obtain one. Also include the high school diploma as an option.

Principle: Professors should be able to say I want my class to be a 1 month class. Or a 2 month class. Or a 3 month class. Or they want it to be really slow and want a 6 month class. Maybe a 4 month class.

Principle: Since the ultimate education is one of virtue. A person can gain more virtue levels from things like meditation than with reading books.

Principle: PAAIL is all about actions. Some actions are better education than others.

Principle: Wizardry is all about spells. Some spells are better education than others.

Principle: In education its all about vocabulary. Keywords.

Principle: The thought is that PAAIL would be great for organizing all knowledge.

Principle: The thought is that all knowledge should be sorted into locations. Like this item is in this “room”.

Principle: The first and only item of PAAIL 1.0 was a principle…. In PAAIL we speak in principles, agendas, actions and information.

Principle: The numerology of education is the 0 to 9 numbers. 0 is no levels at a thing. 1, 2, and 3, are beginner levels at a thing. 4 is expert. 5 is master. 6 is doctorate. 7 8 and 9 are also doctorate.

Principle: There is of course the colorology of education as well.

Principle: The thought is that all human existence is principles, agendas, actions and information.

Principle: Since this item group is about education PAAIL got a mention.

Principle: PAAIL maybe should have gotten a mention in the item groups about psychology, and religion.

Principle: PAAIL likely has uses in psychology and religion.

Principle: In psychology people have principles, agendas, actions, and information.

Principle: In religion people have principles, agendas, actions, and information.

Principle: I think that high school students should get credits which are passed on to college. High schools would give less credits per class, compared to at a college.

Principle: With changing technology it may be that A.I. education will become everyone’s teachers.

Principle: Buildings like public schools should not collect dust 3 months a year. They should be put to use.

Principle: The buildings are a major part of the education system. They are among the biggest chi objects of the education system.

Principle: The current education system may be so refined that it cannot be improved. The only option is a start over.

Principle: The thought is that gaining Wizardry levels is a lot of virtue levels. Though not more spiritual score.

Principle: Wizardry is easy to train because it takes very little time. The entire PAAIL.org Wizardry is at most 800 pages. 800 pages to Expert Wizard seems like a small amount of pages to me.

Principle: Master Wizard is obtained when you do the right actions. You can get expert just by doing the reading of PAAIL.org.

Principle: Computers are always more and more a part of our reality. Future education will likely involve computers.

A screenshot of a game

Description automatically generated with medium confidence

Item Group: Understanding Things

Principle: As for human evolution… it can’t be said to much…people have higher levels of intelligence these days.

Principle: With the higher levels of intelligence comes wittier people, and more over confidence.

Principle: The public schools do great on the virtue intelligence. Not so much on wisdom. One reason, they do not teach enough philosophy and religion.

Principle: Intelligence without wisdom can have a negative side.

Principle: There is doing breathing exercises and then there is do a breathing action as a powerful spell. Sometimes doing a breathing action is a powerful spell.



(The 3 Symbol)

Item Group: Ecology

Principle: To my knowledge, Ecology is philosophy regarding plants, animals, and the other life of earth.

Principle: It seems part of the Bible has a moment where God commands humans to go forth, conquer the earth, make a foot stool of all the plants and animals.

Principle: Even though animals don’t deserve to be slaves they are.

Principle: Eventually there will be no more animals or bugs. It is wrong to put consciousness in such weak bodies.

Principle: Plant lifeforms may be forever. And there may be other lifeforms that are not intelligent like a human or angel.

Principle: The lions were never meant to be.

Principle: The Bible states that the lion will lay down with the lamb. In the afterlife there will be no more lions killing other animals.

Principle: Human reality is us lifeforms need those resources. Humans take priority. Drill baby drill.

Principle: Air pollution is one of the most important things. Humans don’t need bad air.

Principle: Getting fresh air can be a powerful spell. Outside, fresh air.

Principle: There may be more oxygen in the air of places with lots of vegetation. This air may be better than some places.

Principle: There may be more lifeforce in areas with lots of vegetation.

Principle: The natural evolution of a planet is to settle. The gas’s on the outside, the solids on the inside, and the liquids in the middle.

X2 Principle: This may cause the water to rise.

Principle: Chopping down forests means much needed wood and once the trees are gone you can plant farms.

Principle: When you chop down jungle and then burn it, its called “slash and burn”. Its done to make farmland.

Principle: Global warming is likely happening. Its possible it was happening before humans and now humans are speeding it up.

Principle: Life prefers warmth. Its possible that global warming can turn cold areas into warm areas.

Principle: The only ecology that is important to me is when it greatly affects humans.

Principle: Keeping the lion species is probably not worth 1 billion dollars a year. It would be better to let it go extinct.

Principle: Climate change is real. Jungles turn to deserts and deserts change into jungles.

Principle: PAAIL is great for making laws and philosophy. It would be great for making ecology laws and philosophy.

Principle: The organic life of earth is the biggest chi object of earth. There are billions of pounds of things like ants, and fungus.

Principle: Sensing the lifeforce of organic life is a thing.

Principle: The trees are tree’s from the beginning of time. Their wood is priceless for making things. Trees are partly wasted if they are never used to make something.

Principle: Fresh air can be a very powerful spell.

Principle: The theory is…. Animals, bugs and plants don’t matter compared to humans.

Principle: We want the climate and ecological environment to be whatever’s best for humans. We want them to serve us as best they can.

A screenshot of a video game

Description automatically generated with medium confidence

Item Group: Wizardry Inspired

Principle: All science has principles, agendas, actions, and information. PAAIL is useful in all science.

Principle: Sometimes the map is only black and white. Sometimes there is no grey area.

Action: In your mind imagine a rock. You have now experienced a vision of a rock.

Principle: People experience visions all the time. The definition of a vision is when you see it in your mind. If you picture a rock in your mind, you have had a vision of a rock.

Principle: Picturing things in your mind is a spell. A powerful spell.

Principle: ESP and visions are very connected. Perhaps it should be ESP is a vision.